WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game —dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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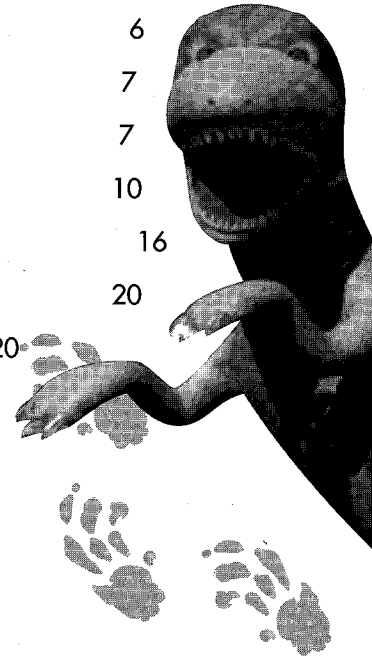


Welcome to Tecmo's Virtual Monster Breeder!

Enter the virtual world of "MONSTER RANCHER" where you don't simply "raise" a single passive, boring house-pet. Instead, you can breed a whole race of over 200 different kinds of strong, championship-fighting monsters, using nothing more than your own common, household CDs. You will shape and guide your monster to compete in unique 2D/3D fighting tournaments where he will go head-to-head with other breeder's prize monsters. As your monster conquers the several levels of competition, he will become a fan-favorite, and you will become a master breeder. Take part in excavations of legendary lands that will unearth clues to the ancient monster age and uncover mysterious items of great value. You can even fight your monster against a friend's monster. Best of all, if you don't like the monster you're currently raising, or wish to raise another, you can create over 200 different ones by various monster combinations and... your CD's!

WARNING
BREED MONSTERS AT YOUR OWN RISK

That's right! TECMO's MONSTER RANCHER gives you state-of-the-art, video game technology by allowing you to create an original monster from any one of your favorite CD's. How, you may ask?... Well, you'll just have to play TECMO's MONSTER RANCHER to find out. So, get your game, get your favorite CD's, get your monsters, get on the Ranch, and get busy raising your monsters.

Caution!

You will be allowed to change your system's CD during gameplay of this game in order to create new monsters. You will be instructed to do so at the appropriate time. Any other switching of your CD at any other time may result in damage to your game or system! Also, you're allowed to save your data to your memory card, but do not remove your memory card until your game is saved.

WARNING
BREED MONSTERS AT YOUR OWN RISK

CONTROLS

Console

Top View

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

Front View

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Monster Rancher* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Front View

L2 BUTTON
R2 BUTTON
L1 BUTTON
R1 BUTTON

Top View

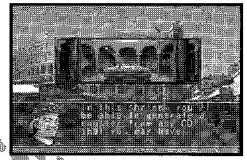
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

Starting The Game

Place your CD into your system properly and switch your system ON. The opening cinema will unfold the legend of Monster Rancher, followed by the title screen. Press START and choose from the following Select Mode options:

Select Mode

Use the UP/DOWN directional buttons and press START to choose.



New Game

Start your game from the beginning.

Continue

Continue your saved game from where you left off. (See page 20 for details on saving your game data.)

Versus

Battle your monster against your friends' monsters. (See page 22 for more details.)

Game Operation

The following represents the basic operation in the game.

Basic Controls

○ **Button** = Help function

□ **Button** = Display monster data

R1 Button = Advance pages (during the Data Screen Competition Schedule)

L1 Button = Go back pages (during the Data Screen Competition Schedule)

Directional Buttons = Select icon

× **Button** = Confirm

△ **Button** = Cancel

Operation During Battle

L1 Button = Move monster to the left

R1 Button = Move monster to the right

Directional Buttons

UP/DOWN = Change fighting techniques

LEFT/RIGHT = Move cursor to select fighting techniques

START Button = Pauses game play.

SELECT Button = Brings up the Quit Menu when game is paused.

× **Button** = Confirm fighting technique

○ **Button** = Threaten

Progressing In Your Game

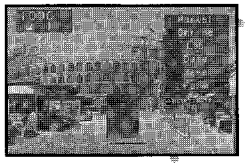
Your overall goal is to create a strong fighting monster. You must breed, condition, and develop your monster. As you do so, you will enter your monster in various fighting tournaments. Your objectives will be to win sanctioned tournaments against several other monsters. (See section page 16.) Upon advancing your monster through the ranks of competition, you will become recognized as a top monster breeder. Your ultimate goal is to become a Master Breeder.

Getting Your Monster (in the Town)

The first thing to do in Monster Rancher is to get yourself a monster. As mentioned, there are over 200 different kinds of monsters available. There are 3 ways to get yourself a monster - from the shopkeeper at the Shop, by combining two monsters at the Lab, or by generating a monster from your CD at the Shrine. (See next page) The later two will most likely provide you with a totally unique monster each time.

Town Screen

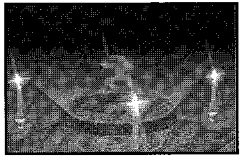
Calendar
Current date and time.



Menu Icon
Use to select option menu.

My Monster
Monster the player is currently raising.

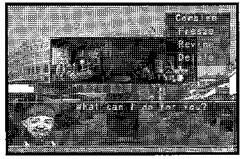
Where to Get Your Monster
In Town, you can create your monsters at the following three places. Experiment and be creative in your methods!



Shop
You can only get the 3 "basic" types of monsters here.

Shrine
Here you can get a monster from your favorite CDs by following the directions of the Shrine master. The type of monster you will get depends on the CD you use. Try as many different CDs as possible!

Lab
You can preserve (i.e. freeze) your monster, delete your monster, or combine your monster with another monster here.



Mix: Combine two preserved monsters. You will be able to combine items with your monsters for other varying results. As you obtain items and become an accomplished breeder, more possibilities in combining will be available to you.

Freeze: Preserve your monster by freezing. You can put your monster on ice and preserve him. His age and abilities will remain while he's frozen. You can save your game data and awake him for fighting versus a friend. (See page 22.)

Revive: Bring your monster back.

Delete: Delete your monster.

Data
You can view the data of the monsters or breeders. You're able to view the stats of the following:
Monster: When you want to view the monster's data.
Breeder: When you want to view the breeder's (i.e. your) data.
Book: When you want to view the data of all the monsters you've come across.

Save
Save your game's progress to your memory card.

Ranch

You can not go to the Ranch without a monster. When you have received a monster you can begin your breeding/raising of your monster on the Ranch.

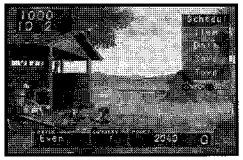
Name Your Monster

Give your monster a name you can live with. NOTE: You can only name your monster once!

Breeding Your Monster! - On the Ranch

Your monsters start off as a newborn. They tend to rebel and be unable of doing their work effectively while they are very young. They need your full attention and affection to grow up big and strong. Life span varies according to a monster's type. Condition and raise your monster with care.

Ranch Screen



Calendar Menu Icon

Current time and date. Select from various commands.

My Monster Money

Monster the player is currently raising. Funds to run the Ranch. Run out, and the game is over.

Raising Style

Loyalty. Player's current raising style. Shows the monster's loyalty to the player.

Menu Icon

You'll set your schedule in breeding your monster on the Ranch. Also, you can use your Items, check your Stats, and Save your game on the Ranch. How your monster develops depends on you. Be sure to give it a lot of affection.

Planner

Select various raising commands and selection of the competition you wish to fight in. (See next page.)

Items

Use/Buy/Sell special items for your monster.

Data

View the data (i.e. abilities) of your monster, your record as a breeder, and/or photo album collection of monsters.

Save

Save your game's and monster's progress to your memory card.

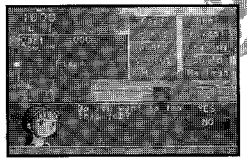
Town

Head back to the Town area.

Raising/Breeding Schedule

Each command/selection in the Planner menu counts as 1 week. There are 4 weeks to a month, and 12 months to a breeding year (1 year = 48 acts/commands). You can improve your monster's abilities through training or work. Each monster has its own strengths and weaknesses. How fast your monster improves depends on the monster.

Work



You can develop your monster through work. At the same time, you will earn money from work, with salary depending on the monster and the job.

Train

Send your monster to train for a month (4 weeks). His skills will improve a lot. But, training costs money. Your monster might also acquire new fighting techniques while training.

Battle

You can choose to have your monster enter and fight in a competition against other monsters. There are 6 levels of competition. (See page 16 for more details.)

Rest

Since it takes a lot of energy for your young monster to work, train, or compete, you must allow him to rest periodically.

Loyalty

You must develop your monster so that he will listen to your commands on the Ranch and in Battle. If your monster is tired from work, or is treated badly, he becomes grumpy and won't listen to you. In this game, the monster's feelings toward you is called his "Loyalty". Loyalty ranges on a scale of 0 (none) - 100 (high).

Monsters begin with no loyalty (Loyalty = 0). How much loyalty they gain and maintain depends on how much affection you devote in your raising/breeding of them. The higher the loyalty is, the more likely the monster will listen to you.

Raising Styles

Loyalty is closely tied to how you breed your monster (i.e. your style of raising your monster). It's up to you whether you discipline your monster or spoil it. Take your monster's feeling into consideration and do what is best for him.

If you're tough on your monster, he will grow into a hard worker, but with a greater chance of dying prematurely. If you go easy on your monster, he will live longer, but may be unable to handle work or training. The following are the 7 levels of Style:

Spoil	Gentle	Easy	Even	Firm
Strict	Cruel			

Item

Select an item from the menu icon, and choose to Use/Buy/Sell it. You can have only a limited # of items in your inventory.

You can obtain various and valuable items throughout your game. Here is a sample of some:

Apple Cake

Found in the Alta Vista area, it's a monster's favorite sweet fruit.

Mystic Snake

Monsters hate it, but it could have some positive properties.

Taffy

It heals fatigue, most monsters like it.

Statue

A mysterious statue found in the Ancient Ruins. It affects a monster's Intelligence. (Int.)

Fly Pill

These pills are produced in the Alta Vista factory. They increase recovery, but decrease Defense. (Def.)

Wind Drum

Found in the Ancient Ruins, it improves a monster's power to concentrate.

Random Events

Various events will take place throughout your breeding/raising of monsters.

Injury or Illness

If your monster is tired from work, he tends to get injured or ill easily. There will be a designated period in which he will be away. Such a monster can not work until he's well again.

Mail

You will receive many letters such as advertisements from the Monster Association regarding notifications of tournaments, sales on Items/Training, or even mail from your monster's fans.

Escape

If the monster is under too much stress, he will run away from the Ranch. Like with Injury or Illness, there will be a designated period in which he will be away.

Exploration

An adventurer asks your monster to join an exploration to an unknown area.

Exploration Events

You will visit ancient, legendary ruins that will unlock the mysteries of monster creating. Puzzles, monsters, and mayhem await you. The exploration events take place on the "3D Map". You must go through many obstacles to get to your final destination.

Raising Hint

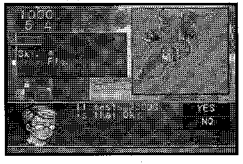
You and your monster forge your own path. However, if the monster's Loyalty is low, he may not listen to you.

Obstacles

Occasionally, you will be faced with obstacles blocking your way. The higher the Intelligence is, the more likely you can pass these obstacles.

Fighting With Your Monster-Tournament Competition

You will have your monster enter and fight in a competition after you have trained him. There are 6 levels of competition (from easiest to hardest: E, D, C, B, A, S). You progress level by level, starting with E, then D, then C, etc..



Official FIMBA (Fraternal International Monster Breeders Association) leagues take place every March, June, September, and December. There are other level competitions throughout the year you can compete in, but these are not registered by FIMBA. If you win one, you can progress to the next level. If you win 4 "S" level competitions, you become a Master of Breeders.

Competition Screen

Life Gauge: Monster's power

Remaining Time: Time left in the fight

Monster's Name: Name of the player's monster

"Threaten" Sign: You can threaten and back-off your opponent if you see this sign (☐ button)

Move Name: The move you are performing

Hit Rate: The Hit % of the move

Will Meter: The show of your monster's will

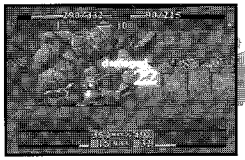
Move Panel: The move you are able to do

Distance Marker: The distance from your opponent

Beginning Monster Battle

Enter a competition by choosing "Battle" from the menu icons. You will then be asked to select from one of the following:

Fight
Takes you into the bout against your opponent.



Data
You can check the information pertaining to your upcoming fight.

Cancel
If you change your mind and do not wish to fight your opponent, you can withdraw before you begin.

Basics on Monster Battle
Here is some timely information about fighting in a battle. Also, refer to the information for how to operate the monster during the battle. (See previous page 16.)

"Will" And Moves
Your "Will" decreases when you perform moves or when you get attacked. How much Will you consume depends on the move. If you don't have enough Will to perform the move, you can not do it. The greater the Will is, the more you're likely to succeed in hitting your opponent.

Mastering the Moves Leads to Victory
Each move is different. Some are offensive and some are defensive.

Some are short-range attacks, and some are long-range. It's very important to study and master using these moves. This will lead you to victory.

Irrational Behavior of the Monster
If the monster is running out of Loyalty, he will act irrationally. Speed will decrease, and your opponent will have greater success in hitting you. Some of these hits from your opponent may even be fatal. Watch out!

Use "Threaten" to Back-Off Your Opponent
You need to keep a certain distance from your opponent in order to perform your moves. If your opponent gets too close to you, press the □ Button ("Threaten") to back him off you.

KO
If your monster gets knocked-out in a battle (i.e. loses all his HP), you can get injured or even die. If your monster is not doing well in the fight, or if your opponent is too strong, withdraw/give-up by pressing the R2 Button and L2 Button simultaneously before he gets KO'ed.

"Miracle" Power Attacks
Your monster sometimes performs a last-gasp attack when you have almost lost all of your hit points (HP). The power from these "Miracle Attacks" could be more than twice as much as regular attacks.

Saving Your Game Data!

Insert your memory card into your system (slot 1 or 2), and select "Save" from the Town or Ranch Menu screens. You can continue your game later by choosing the "Continue" option at the start of the game.

Monsters

Each of the 200+ monsters are available from several different monster types. You can create different monsters and monster types by combining 2 different monsters and/or monster types.

Here are the 5 Most Popular Types of Monsters

Dino - Dinosaur Type - has average overall abilities. This is perhaps the monster type most popular among new breeders. A Dino monster type is a very versatile breed who can be shaped into a tremendous monster warrior, depending on the capabilities and style of his breeder.

Tiger - Dog Type - has high Hit %, but is not a very powerful in attacks. A Tiger-type monster is a very friendly fellow who breeds extremely easily. Thus, he's extremely popular among ordinary people and monster breeders, having a large fan club.

Suezo - Eye Ball Type - has unique moves and can block opponent attacks. Although a Suezo is somewhat hard to breed, he has great skills in zapping an opponent's Will. It's often said that once this monster is "on" in a fight, nobody can stop him from gaining victory.

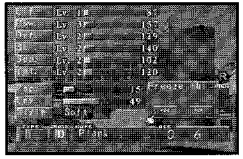
Golem - Stone Doll Type - has great Power, but has poor Hit % and is slow. Standing as a towering piece of pure, hard granite, a Golem monster type presents a visually imposing figure to an opponent. As expected, this monster is a "rock solid" fighter.

Pixie - Girl Type - has a high Hit % with magical power, and is fast. A Pixie monster type is a unique monster indeed with exceptional skills in fighting competition. On the down side, she can be a handful to breed, however, since she tends to act selfishly during breeding.

Skills/Attributes Data of Your Monster

HP

Monster's Life. If it reaches 0 during a battle, you will lose by KO.



Power

Monster's Physical Strength. The higher it is, the greater the damage you inflict.

Def.
Monster's Defensive Power. The higher it is, the less damage you take.

Hit %
Monster's hit rate. The higher it is, the better your chance for successful hits in battle.

Speed
Monster's Speed. The higher it is, the faster you can perform moves.

Int.
Monster's Intelligence. As it increases, your monster gains the use of new moves.

Fame
Monster's Popularity. The more popular, the more chance you can perform a critical hit.

Fighting With Your Friends!

By selecting "Versus Mode" from the title screen, you can compete your monsters against a friend's monster. You can use only the monsters which have been frozen (stored) at the Lab, and have been saved to a memory card. Results of an individual fight do not effect your saved game's data.

Here is a look at the options in Versus Mode:

Fight
Begin a battle (after 2 entries are made).

Entry
You must first select 2 frozen-stored monsters from your memory card.

Option
Select one of the following fighting *control options:
1 Player Manual vs. 2 Player Manual
1 Player COM vs. 2 Player COM
1 Player Manual vs. 2 Player COM Exit
NOTE: Manual = a player controls the monster
COM = the computer controls the monster

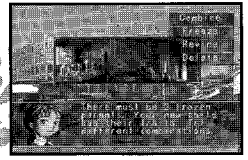
Exit
End the Fighting Mode. (Back to previous screen.)

Tips and Advice

GENERAL

On the Ranch / in Town:
- Save frequently.
- Manage your money wisely.

- Plan a schedule for training, breeding, working, raising, fighting etc. your monster.
- Consider both your monster's physical and emotional well being at all times.
- Experiment with various combinations when mixing monsters at the Lab.
- Try as many CD's as possible to generate monsters at the Shrine.



During Battle:

- Check and consider the data you have regarding your opponent before a bout.
- If you seem over-matched by a foe, you may wish to cancel fighting him before the bout to avoid injury.
- Keep an eye on your Loyalty, your HP, and the Time Remaining.

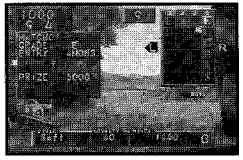
Specific

On the Ranch / In Town:

- Rest your monster appropriately! Otherwise, he may get sick, injured, run away, or even die. Once dead, your monster is lost.
- When breeding, don't try and maximize all of your monster's skills.

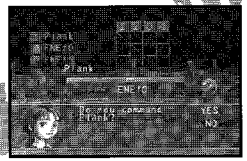
You may want to balance your monster's skills, or may wish to improve particular ones. If your monster is well disciplined, you have a better chance to improve his abilities. The monster's age will also play a factor.

- Try to take full advantage of the random events which offer discounts at the Item Shop and at the Training Center. You can save big $!
- Items play a large role in the raising, conditioning, and the combining of your monsters. Some valuable, rare items can be found through exploration, and by winning particular competitions. Experiment with these items AFTER saving, because some of these items have unwanted side-effects!



- Be sure to go on explorations when asked.
- Try to plan your schedule around the official FIMBA fighting tournaments held 4 times a year since these are the ones you must win to advance as a breeder.

- Once you have advanced to higher-levels of competition, competing in lower-level tournaments may lower your Fame.



- Most likely, you won't be able to win all 6 levels of FIMBA tournament competition with one single monster, but your breeder record will continue to show those records your monsters have won.

During Battle:

- It's a good technique to save your Will and wait for a chance to use it for timely moves, rather than performing unnecessary, hasty ones which can decrease your Will level.

- Always try to have the Loyalty level of your monster as high as possible going into a fight.

- If you're about to lose or get KO'ed in a fight, you may want to Give Up before the end of the fight. (Press START)

- Study your opponents moves and patterns during a fight and counter with appropriate moves of your monster. Sometimes short-range attacks will be best, while other times long-range ones will work better.

- Keep your distance from your opponent (press button □ to back him off), and don't get too close to walls when fighting. You will be ineffective if you do.

MONSTER RANCHER STAFF

PLANNER
KOJI TAKAMIYA

DIRECTOR
MASAO SUGANUMA
NOBUKI NAGAI
TETSUYA WATANABE

PROGRAMMER
TERUTAKA NISHIMURA
SHIRO SAKAMOTO
SUGIYAMA
SYUZO KOUSAKA
DEGUCHI

2D GRAPHIC
RYOUTO SHINZATO
KEN KARUBE
YASUHITO KIMIZUKA

3D GRAPHIC
KAZUYOSHI HORIUCHI
HIDEKI HAYASHI
SATOSHI IWASE
TOSHIAKI IHARA
RYOUTA MOTEGI
JUNICHI NISHIMURA
MAKOTO KOMATSU
YOUICHI HIROSE
TAKEHIKO KANAOKA
YUSUKE IIDA

SOUND DESIGNER
TAKUYA HANAOKA
TAKASHI KANAI
SHIGEKIYO OKUDA
MAKOTO HOSOI

MOVIE DIRECTOR
YOSHIAKI INOSE

ART WORK
KIYOTAKA
YOUSUKE

DATA WORK
NOBUHARU KAMEYA
TSUTOMU HANADA

SUPERVISOR
TORU KURAKATA
TAKAYOSHI HAYAKAWA

PRODUCER
MAX NAKA

US PROJECT DIRECTOR
LINDA A. SHANNON

MANUAL & TRANSLATION
MATTHEW F. HUMACIU
SETSUKO AMANO

LEAD TESTER
BRIAN HOISKO

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ISAMU FUKADA
DIMITRI CRIONA
DAVID COFFEY
NORMA
MATAUTIA